

WORK RAM

26

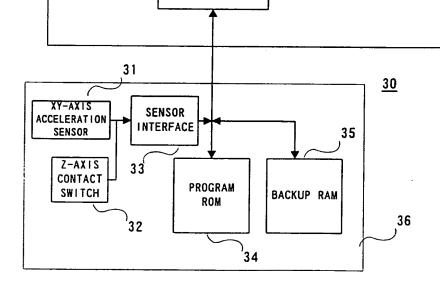
40

Portable

Apparatus

Game

GAME-MACHTNE



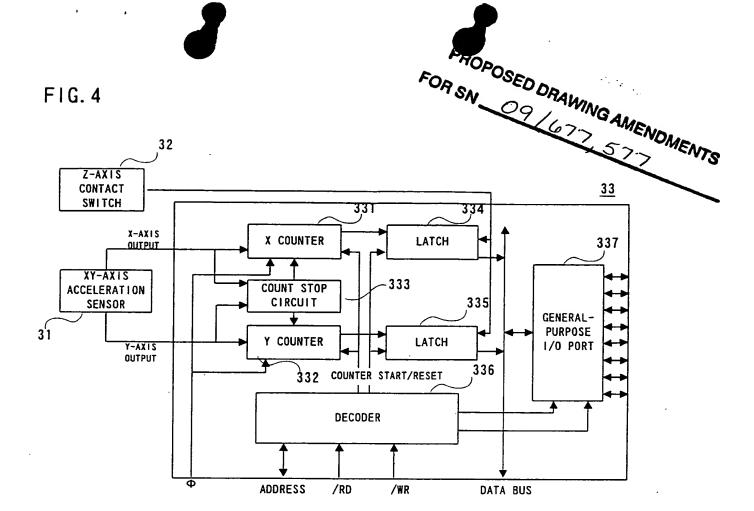
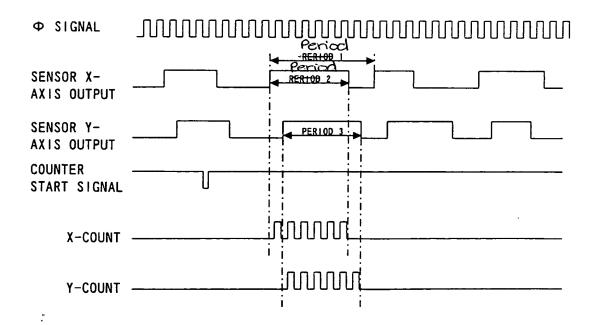
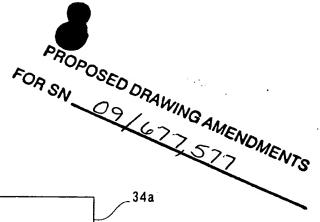


FIG. 5





	PROGRAM ROM	34a
	OBJECT CHARACTER DATA	
	MAP DATA	346
ACCELERATION SE	NSOR OUTPUT CONVERSION TABLE	
	RECOMMENDED POSITION SET TABLE	
	GAME MAP SELECT TABLE	
PLAYER CHARA	CTER MOVING TABLE	-
<u> </u>	IN-AIR TABLE	340
	ON-FLOOR TABLE	
	ON-ICE TABLE	
	UNDER WATER TABLE	
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	ABLE NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE RAM	
	ABLE NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE RAM MAIN PROGRAM	
	ABLE NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE RAM MAIN PROGRAM OG SET PROGRAM	
	NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE RAM MAIN PROGRAM OG SET PROGRAM NEUTRAL POSITION SET PROGRAM	346
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GAME PROGR	NORMAL POSITION TABLE UPSIDE-DOWN POSITION TABLE RAM MAIN PROGRAM OG SET PROGRAM NEUTRAL POSITION SET PROGRAM RECOMMENDED POSITION SET PROGRAM GAME MAP SELECT PROGRAM SENSOR OUTPUT READ PROGRAM OBJECT MOVING PROGRAM COLLISION PROGRAM	346

3.



FIG. 20

PROPED DRAWING AMENDMENTS FOR SN 09/677, 577

GAME MAP SELECT PROCESSING TABLE

Particular Particular Particular

					Tal IICHIL	<u> </u>	コに
	UTILIZATION	CORRECTION	PATICULAR	PATICULAR	PATICULAR	PATICULAR	
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION	
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2	
SENSOR OUTOUT	CHANGE AMOUNT	× 2	_		_	_	
VALUE X(INx)	OF CAMERA X		•				İ
	COORDINATE		1				
	(Cx)						ĺ
SENSOR OUTPUT	CHANGE AGUNT	× 2	_	_	_	_	ı
VALUE Y(INy)	OF CAMERA Y	mount					ĺ
	COORDINATE	11.00411				;	İ
	(Cy)						
Z-AXIS CONTACT	MAP DECISION	-	_	_	_	_	ĺ
SW OUTPUT VALUE							l
(INz)							
JAPACT INPUT	_	_	_	-	_	_	l
(FLAG (FS)							
<u> </u>		` .					

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FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

			rarticular	tarticular	- rarticular	· Particula
	UTILIZATION	CORRECTION	PATICULAR	PATICULAT	PAT I CULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
		!	CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	-		_	_		_
VALUE X(INx)			Ī			
SENSOR OUTPUT	_	_	_		· -	_
VALUE Y(INy)						
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_		_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION					
	(dAz)					
#NPACT INPUT	-	_	_		_	_
FLAG (FS)						

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FIG. 22

PROFED DRAWING AMENDMENTS
FOR SN 09 / 677, 577

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

			Particular	Patricular	Particular	Particular
j	UTILIZATION METHOD	CORRECTION RATIO	PATICULAR CORRECTION CONDITION 1	PATICULAR CORRECTION NUMBER 1	PATICULAR CORRECTION CONDITION 2	PATICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dax)	× 2	Inx>20	40	-	——————————————————————————————————————
SENSOR OUTPUT VALUE Y(INy)	CHANGE AGUNT OF Y MOVING LA ACCELERATION (dAy)	x 2 Imount	Iny>20	40	-	-
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	× 1	-	_	_	_
(INPACT-INPUT FLAG (FS) Impact	CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy)	× 3	_	_	_	-

...

FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

			Particular	Particular	- Particular	- Particula
	UTILIZATION	CORRECTION	PATICULAR	PAT I CULA T	PAT I CULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
		·	CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 3	Inx>20	60		_
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)		ļ			
SENSOR OUTPUT	CHANGE -AOUNT	× 3	Iny>20	60	_	_
VALUE Y(INy)	OF Y MOVING CO	mount				
	ACCELERATION "	11200				
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_	_	_	_
SW OUTPUT VALUE	OF Z MOVING		[
(INZ)	ACCELERATION		!			
	(dAz)					
INPACT INPUT	CHANGE AMOUNT	× 5	_	_	_	– .
/ FLAG (FS)	OF Z MOVING					
(ACCELERATION					
Imact	(dAz)					



PROPOSED DRAWING AMENDMENTS
FOR SN 09/677,577

FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDER WATER)

		•	Particular	Pacticular	- Particula	r Particula
	UTILIZATION	CORRECTION	PATICULAR	PATICULAR	PATICULAR-	PATICULAR-
	METHOD	RAT10	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	×1/2	Inx>20	60	_	_
VALUE X(INx)	OF X MOVING					
	ACCELERATION		i			i
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	×1/2	lny>20	60	_	_
VALUE Y(INy)	OF Y MOVING	Amount				
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_	_	_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION					
	(dAz)					
INPACT INPUT	-	_	_	_	_	_
/ FLAG (FS)						

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FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	,,,					
			Particular	Particular	Particula	r Particul
	UTILIZATION	CORRECTION	PATICULAR	PAT I CULA T	PATICULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION .	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	×1/2	Inx<10	0	Inx>20	10
VALUE X(INx)	OF X MOVING		· .			
	ACCELERATION		•	<u> </u>		1
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	×1/2	Iny<10	0	Iny>20	10
VALUE Y(INy)	OF Y MOVING LA	mount		1		
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	POSITION	_	_		_	_
SW OUTPUT VALUE	INVERSION					
(INz)						
HNPACT INPUT	-	_	_	_	_	_
/ FLAG (FS)						

Impact

PROPOSED DRAWING AMENDMENTS FOR SN 09/677, 577

FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

			Particular	- Particular	- Particular	-Particula
	UTILIZATION	CORRECTION	PATICULAR	-PAT I CULAT	PATICULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 2	Inx>20	40	_	
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	× 1	lny>20	40	-	_
VALUE Y(INy)	OF Y MOVING CA	mount				
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	POSITION		_	_	_	
SW OUTPUT VALUE	INVERSION	·				
(INz)						
INPACT INPUT	_	_	_	_	<u> </u>	_
/ FLAG (FS)						

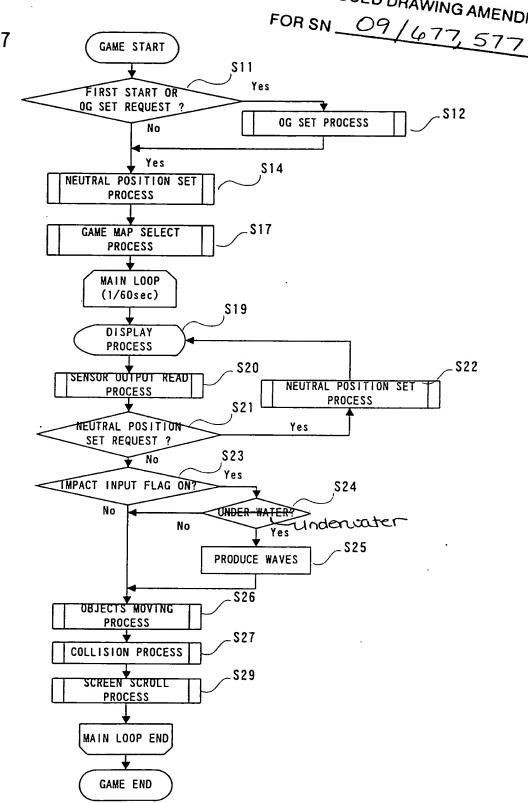
Impact





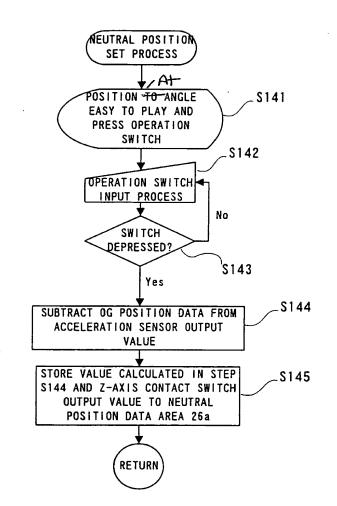
PROPOSED DRAWING AMENDMENTS





PROPOSED DRAWING AMENDMENTS FOR SN 09/677,577

FIG. 29

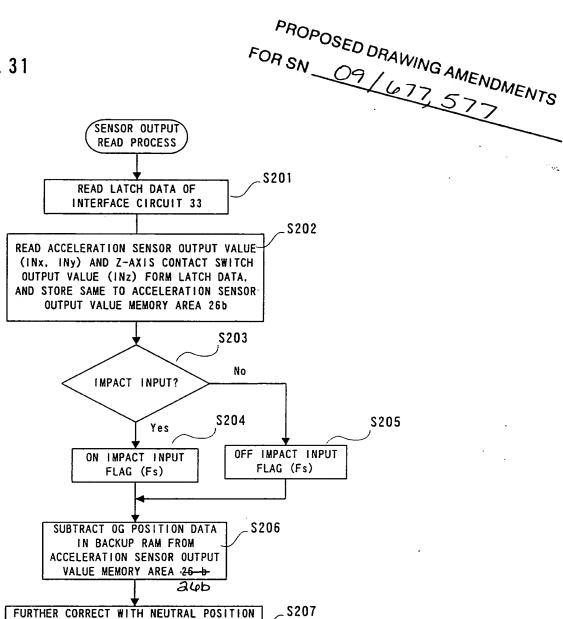


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FIG. 31



DATA, AND STORE AS INX, INY AND INZ INTO ACCELERATION SENSOR OUTPUT VALUE MEMORY AREA 26b

RETURN

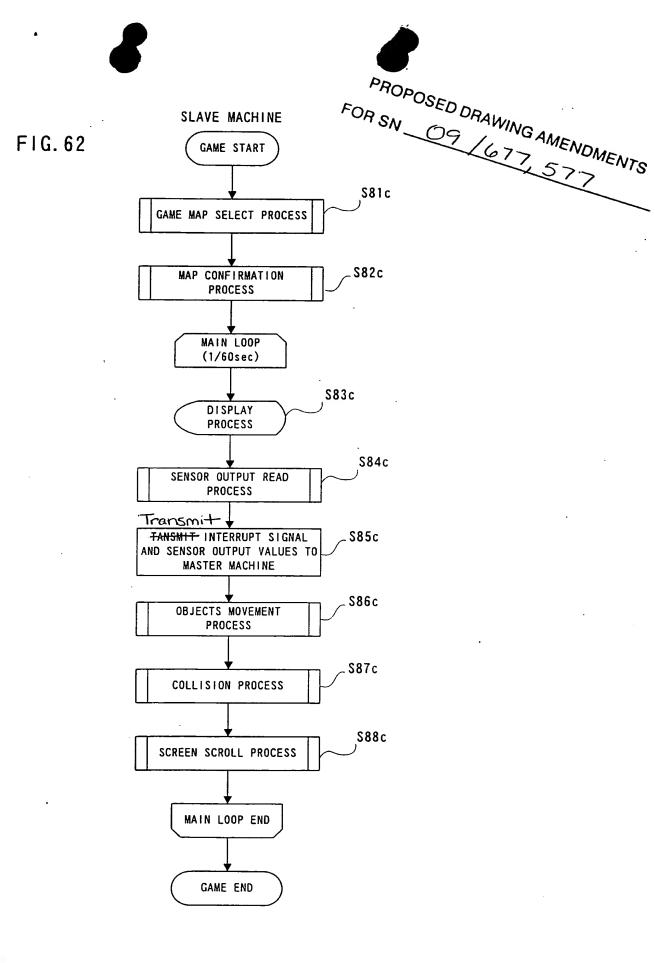




FIG. 63

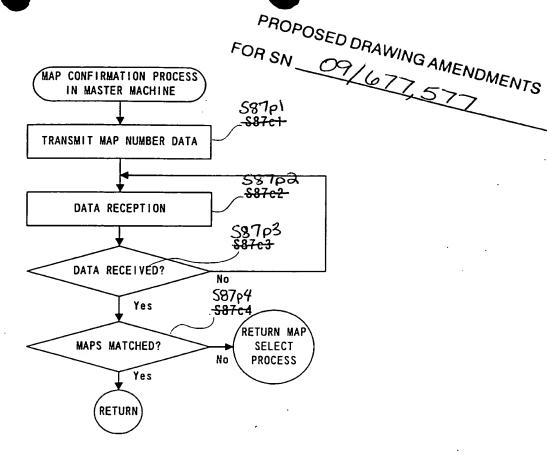


FIG. 64

